

# Mayhem

OWNER'S MANUAL — Please read before using this equipment.

Radio-controlled stunt car with spinning action!

Your RadioShack Radio-Controlled Mayhem is a winner! Enjoy the excitement of the Mayhem's speed, and use the controls to make the racer spin or even make the wheels tilt almost parallel to the ground so it moves sideways! Built to  $\frac{1}{14}$  scale, it can reach speeds of up to 700 feet per minute.

The Mayhem comes in two frequencies (27 and 49 MHz), so you and your friends can drive together.

**Note:** You need these items (available at your local RadioShack store) to power your Mayhem:

- one 9V alkaline battery for the transmitter.
- at least one 9.6V rechargeable battery pack for the racer
- one battery pack charger

**Warning:**

Your Mayhem can reach higher speeds than most other radio controlled. Be careful when you use the racer to avoid high-impact collisions with people and objects.

## THE FCC WANTS YOU TO KNOW

This device complies with Part 15 of the *FCC Rules*. Operation is subject to the following two conditions: (1) This device may not cause harmful interference and (2) this device must accept any interference received, including interference that may cause undesired operation.

Your racer and transmitter might cause TV or radio interference even when they are operating properly. To determine whether your racer and transmitter are causing the interference, turn them off. If the interference goes away, your racer and transmitter are causing it. Try to eliminate the interference by:

- moving your racer and transmitter away from the TV or radio
- contacting your local RadioShack store for help.

If you cannot eliminate the interference, the FCC requires that you stop using your racer and its transmitter.

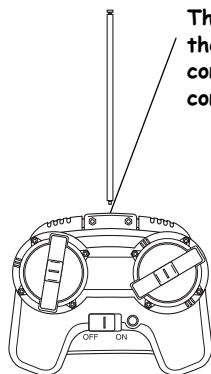


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## ATTACHING THE TRANSMITTER'S ANTENNA



Thread the antenna into the transmitter's antenna connector. Make sure the connection is tight.

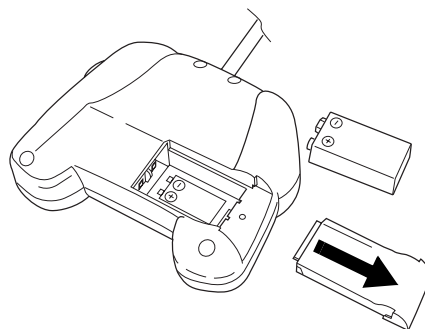
## INSTALLING BATTERIES

### Cautions:

- Use only fresh batteries of the required size and recommended type.
- If you do not plan to use the racer for a week or more, remove the battery from the transmitter and the battery pack from the racer. Batteries can leak chemicals that can damage electronic parts.
- Never leave dead or weak batteries in the transmitter or the racer.
- Dispose of batteries and the battery pack promptly and properly; do not bury or burn them.

### In the Transmitter

You need one 9V battery to power the transmitter. For the best performance and longest life, we recommend a RadioShack alkaline battery.



1. Slide the transmitter's OFF/ON switch to OFF.
2. Slide the battery compartment cover down in the direction of the arrow.
3. Put the battery in the compartment as indicated by the polarity symbols (+ and -) marked inside.
4. Replace the cover.

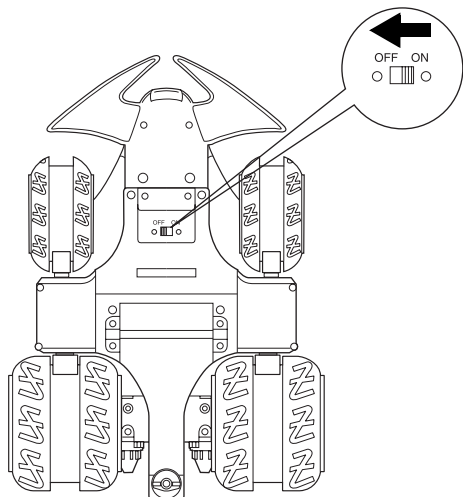
When the power indicator flashes, replace the battery.

### In the Racer

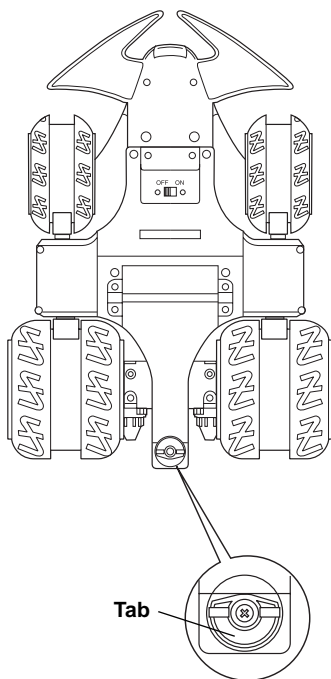
You need one 9.6V rechargeable battery pack to power the motor. Before you use the battery pack, use a special battery-pack charger (both items available at your local RadioShack store) to charge it. Follow the charger's instructions to charge the battery pack, then follow these steps to install the battery pack in the racer.

**Note:** If you want to drive your Mayhem for long periods of time, we suggest that you purchase an extra battery pack. You can charge one while you use the other.

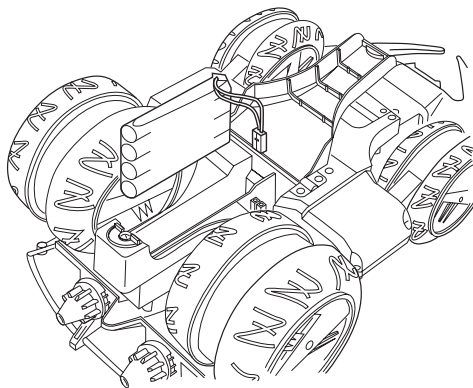
1. Slide the racer's OFF/ON switch to OFF.



2. Turn the latch on the battery compartment cover until it clicks and the tab faces down. Then open the cover.



3. Attach the battery pack's connector to the racer's matching connector. Do not force them! They fit together only one way.



4. Put the battery pack in the battery compartment.
5. Close the cover and turn the latch until it clicks and the tab faces up.

As the racer loses power, its turns become wider. When this happens, change the battery pack or recharge it according to the battery charger's supplied instructions.

#### Cautions:

- Use only the recommended battery pack and charger.
- Do not charge or recharge the battery pack while it is in the racer.
- After you charge or recharge the battery pack, disconnect it from the charger. Overcharging the battery pack could damage it.
- When you disconnect the battery pack from the charger, do not pull on the connector's wires. You might damage the battery pack.

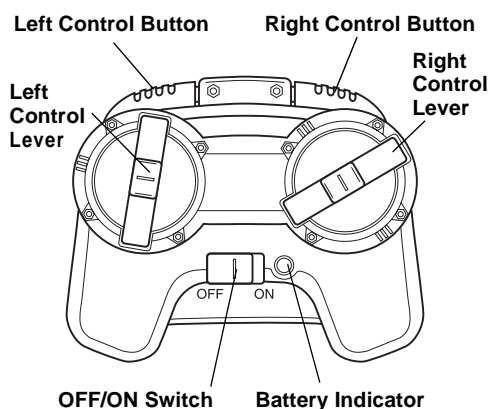
- Do not recharge a battery pack immediately after use (while it is still hot). Allow it to cool first.

## DRIVING THE RACER

**Warning:** Never play with your Mayhem in the street.

**Caution:** To avoid crashes, always watch where the racer is going.

1. Extend the transmitter's antenna to its full length.
2. Slide the **OFF/ON** switches on the transmitter and the racer to **ON**.
3. Use the controls on the transmitter to drive the Mayhem.



**Left Control Lever** — moves the racer forward or backward.

**Right Control Lever** — turns the racer left or right.

**Left Control Button** — tilts the wheels to left.

**Right Control Button** — tilts the wheels to right.

*To move the racer forward or backward in a straight line, slide the left control lever up (to move forward) or down (to move in reverse).*

*To turn left or right while moving, hold the left control lever up or down and slide the right control lever right (to turn right) or left (to turn left).*

*To spin the racer, slide only the right control lever — right to spin right, left to spin left.*

*To move the racer sideways, hold the left control lever up or down and press the right control button (to slide right) or the left control button (to slide left).*

**Note:** While the racer spins, the wheels do not tilt.

4. When you finish driving the racer, slide the transmitter's and racer's **OFF/ON** switches to **OFF**.

**Caution:** Do not touch the battery pack immediately after using the racer, as it becomes hot during use.

**Note:** If the racer runs into an object while in a side slide, some of the wheels may remain in the slide position. Slide either control lever several times to align the wheels again.

## HELPFUL HINTS

These hints can help you get the most enjoyment from your racer.

- Running your racer continuously for long period generates high heat levels. Heat causes the most wear

and tear on the motor. To help keep heat levels down, when your racer's battery pack dies, let the racer cool at least 10 minutes before installing a newly charged battery pack.

- If someone uses a CB nearby, it might interfere with control of the racer. If this happens, move the racer away from the CB.
- You cannot operate your racer near devices with transmitters that use the same frequency as your racer (27/49MHZ).
- Be sure the racer is not out of the transmitter's range. The range depends on the surroundings and on battery strength. Obstructions such as buildings, fences, and so on, between the transmitter and the racer, reduce the range.
- The Mayhem has a special circuit to prolong battery life. If you keep any control lever in one position continuously for 40 seconds, the transmitter automatically shuts off. If this happens, move the left control lever to another position to continue driving.
- If the racer moves slowly and you have installed a fully charged battery pack, check the wheel mechanisms for lint, thread, hair, or dust.
- Do not drive the racer into puddles or in the rain, mud, sand, or snow. Doing so can damage the racer.
- Do not expose the racer to temperature extremes.
- Do not leave the racer or transmitter outside overnight. Dampness can damage them.
- Clean the racer with a damp cloth to keep it looking new.

Modifying or tampering with the racer's or transmitter's internal components can cause a malfunction and might invalidate the warranty and void your FCC authorization to operate the racer. If your racer does not work properly, take it to your local RadioShack store for assistance.

## CARE

Your RadioShack Mayhem is an example of superior design and craftsmanship. Follow these suggestions to care for your racer so you can enjoy it for years.

## USER-REPLACEABLE PARTS

You can order these replaceable parts for your racer at your local RadioShack store. Simply identify the part(s) you need from the following chart.

Description	RSU #
Front Bumper	12265500
Front Tire	12265518
Rear Tire	12265526
Racer Battery Door Holder	12265534
Racer Battery Door	12265542
Racer Battery Door Knob	12265559
Front Body Lower	12265567
Transmitter Battery Cover	12265591
Transmitter Antenna	11964574
27 MHz Transmitter	12265575
49 MHz Transmitter	12265583
Service Manual	12269486
Owner's Manual	12269478

### Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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INS-5102-52  
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